

CD-ROM

# BATTLESHIP®

THE CLASSIC NAVAL WARFARE GAME!



LOCKED TARGET

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## BATTLESHIP® CD-ROM GAME INSTALLATION

To install the Battleship CD-ROM Game onto your system, follow these instructions:

- Turn on your computer and make sure you start Win95.
- Insert the Battleship CD-ROM Game into your CD-ROM drive.
- If auto play is enabled, an installation screen should appear. If auto play is not enabled, double-click on the My Computer icon on your Win95 desktop. Next, double-click on your CD-ROM icon to make the menu screen appear.
- Select "Install Battleship" from the menu.
- Follow all on-screen instructions.

The Battleship CD-ROM Game requires DirectX 5 or higher in order to run. If you do not already have DirectX 5 or higher installed on your computer, you can choose to install it at the end of the installation or select "Install DirectX 5" from the auto play menu screen and follow all on-screen directions.

### MINIMUM SYSTEM SPECIFICATIONS

#### REQUIRED:

Operating System:

Windows® '95

CD-ROM drive:

Double speed

Memory

16Mb RAM

Processor:

DX2 66MHz

Video:

1 Mb SVGA card

Sound:

SoundBlaster or 100% compatible

#### RECOMMENDED MINIMUM:

Operating System:

Windows® '95

CD-ROM drive:

Quad speed

Memory:

16Mb RAM

Processor:

Pentium 75

Video:

2Mb SVGA card

Sound:

SoundBlaster AWE32 or 100% compatible

To start the Battleship CD-ROM Game, click on the START button on your Win95 taskbar, then on Hasbro Interactive, then on Battleship, and finally on the Battleship icon. Doing this allows you to start the game.

You can create a shortcut to Battleship on your Win95 desktop. To do this, right click on your desktop, click on New in the menu, and then click on Shortcut in the sub-menu.

At the command line, type the following:

**"C:\Program Files\Battleship\Launcher\BShipL.exe"**

Make sure you type the quotation marks.

If you decided to change the default directory while installing Battleship, type in the new directory that you entered at that time.

After you type this line, click Next and type in a name for the shortcut. Click on Finish to create the shortcut.

### **ONLINE HELP AND THE README FILE**

The Battleship® CD-ROM Game has an On-line Help file and a Readme File with which you can view updated information about the game. To view either of these files, double click on that file in the Battleship directory found on your hard drive. You may also view the readme file by clicking on the START button on your Win95 taskbar, then on Hasbro Interactive, then on Battleship, and finally on the Readme file option.

### **KEY COMMANDS (FOR ULTIMATE BATTLESHIP ONLY)**

Esc.....Toggles Pause feature

P .....Toggles Pause feature

S .....Toggles Slow feature

Z .....Toggles Zoom feature

## MAIN MENU

Each time you start a game of Battleship, the Main Menu Screen appears. Choose Classic Battleship or Ultimate Battleship.

**Special Note:** Wherever you see the word “click,” that means you must press the Left Mouse Button or “LMB” on the specified object. Wherever you see the words “right click,” that means you must press the Right Mouse Button or “RMB” on the specified object. If you see “click and drag,” that means you must press and hold the Left Mouse Button or “LMB” while moving the mouse in the specific direction.

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## CLASSIC BATTLESHIP

### PREFERENCES

Here is where you can change the settings for your Classic Battleship game. Click on the check mark to save your settings and return to the main menu. Click on the X to cancel your changes and return to the main menu.

**Movie Playback Quality** You can choose two different types of movie quality.

High - will play high quality, highly detailed movies in the background of the game. Low - will play low quality, less detailed movies in the background of the game. Selecting low quality movies will increase the performance of Classic Battleship on slower machines. Movies can also be turned on and off during ship setup, before starting a game. This will provide maximum performance for Classic Battleship.

**Music Volume** This is where you can change the volume of music played during Classic Battleship. You can change the music that is playing by hitting any key from 1 to 6. Clicking on the bar will set the music volume level to that place.

**Sound Effect Volume** This is where you can change the volume of sound effects played during Classic Battleship. Clicking on the bar will set the sound effect volume level to that place.



## SETTING UP A SOLO PLAY

You begin your solo play game by configuring your ship and setting your preferences.

Click on the checkmark to start your game. Click on the X to return to the main menu.

**Configure Your Ships** Position your ships by left-clicking on your mouse to pick them up, then left-clicking your mouse again to place them back on the grid. Right-clicking your mouse while you have a ship selected will rotate that ship.

While you are placing your ships, pay attention to the boxes that are displayed below the ship. If they are green, then you can place the ship there. If they are red, then you will have to find another spot to place your ship.

**Select AI** With each level, your computer opponent grows more intelligent. The levels of AI are represented by the number of stars on the icon:  
Easy AI - 1 Star, Medium AI - 2 Stars, Hard AI - 3 Stars

### Select Game Type

Classic Game - Players fire one shot per turn.

Volley Game - Players fire shots until they miss.

Salvo Game - Players fire one shot for each remaining ship.

### Set Game Preferences

Movies - Turn the game movies on and off.

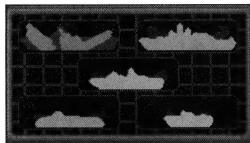
Music - Turn background music on and off.

Sound Effects - Turn sound effects on and off.



## BATTLESTATIONS!

When the targeting cursor is up, click on one of the enemy's grid spaces to fire a shot. When the targeting cursor is crossed out, you cannot fire. Pressing the escape key when the player's cursor is active will bring up a dialog box that will allow you to quit the current game and return to the main menu.



### Ship Status Indicator

This indicator will let you know what condition your fleet is in.

Green - that ship is unharmed

Orange - that ship has taken some damage

Red and broken- that ship has been sunk

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## SOLO PLAY STATS

After your battle is over, it's time to see how well you did. Are you good enough to play a perfect game?

Click on the checkmark to start another game of Classic Battleship. Click on the X to return to the main menu.

**Ship Status** The final status of both the player and the computer are shown on their map grids. The Shots Fired icon shows how many shots the player fired. The Shots Hit icon shows how many of the players shots hit their target.

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## CLASSIC BATTLESHIP MULTIPLAYER GAME

Get your friends together, play at the office, play on the net, play at home. From here, you can start and join multi-player games of Classic Battleship.

## **SELECT NETWORK CONNECTION**

Select from one of the following connection types:

Hotseat Only - Only people at the computer can play together

Internet - using TCP/IP

IPX - over a local network

Modem - via two modems

Direct Connect - using a serial cable

**Host or Join a Game** Select to either host or join a game. If you host a game, you will be able to name your game in the "Game Name" box.

**Player Name** Type in the name you would like other players to see you as.

**Connection Information** There will be information that you need to give in order to complete your multi-player connection.

**Internet** Type in the IP address of the host you wish to connect to.

**Modem** Type in the phone number of the host you wish to connect to. If you have multiple modems, you can also select the modem you wish to use.

**Direct Connect** Set the port, baud rate, stop bits, parity, and flow control you have set up for your serial cable connection.

**Found Games** If you select "Join," a list of available games will be displayed here. Click on the one you wish to join and then click on the checkmark to join. If you do not see a game you are looking for, hit the "Refresh" button until you see it appear.

## **MICROSOFT'S INTERNET GAMING ZONE**

This is a Microsoft Internet Gaming Zone enabled product. If you do not have the latest Internet Gaming Zone software installed, please go to <http://www.zone.com> and play on-line.

## **MPLAYER**

This is a MPlayer enabled product. If you do not have the latest MPlayer software installed, please go to <http://www.mplayer.com> and play on-line.

## MULTIPLAYER GAME SETUP

Whether you host or join a game you will be taken to this screen. The host is the only player that can set and change settings for the game. All of these changes will be reflected to everyone who joins.

When everyone is ready to play, the host can click on the checkmark to start the game. Click on the X to disconnect from the host and return to the main menu.

**Player Information** Included here is the name of the player and an indicator as to whether they are ready to play or not. Clicking on the green light will turn it on and let everyone know that you are ready to play. Clicking on the red light lets everyone know that you are not ready to play. If you are a hotseat player, then you can click on your name box and type in your name here. The game cannot start until all connected players have a green light on.

**Player Chat** You can use this box to talk to other connected players. Click in the box, and whatever you type will be displayed to the other players.

**Player Type** These buttons are controlled by the host player. Clicking on one of them will turn that player type on for that player spot.

No Player - no player will play here

Computer Player - a computer player will play in this spot. Continue clicking on the button to cycle through the different levels of AI difficulty.

**Network Player** This allows a remote player to connect in this spot. If the host turns this option off after a player has connected, that player will be ejected from the setup.

**Hotseat Player** This allows another player, besides the host, to play at the same computer. When the hotseat player option is selected, the current player's ships will become hidden from view and randomized so that anyone who saw them will not know how they were set up.

**Configure Ships** You can configure the position of your ships by left-clicking on your mouse to pick them up, then left-clicking your mouse again to place



them back on the grid. Right-clicking your mouse while you have a ship selected will rotate that ship. While you are placing your ships, pay attention to the boxes that are displayed below the ship. If they are green then you can place the ship there. If they are red, you will have to find another spot to place your ship.

**Configure Hotseat Player Ships** If there are hot seat players, a row of numbered buttons will become highlighted. Clicking on one of these buttons will allow that hot seat player to set up their ships. You can hide and unhide the current hotseat player's ships by clicking on the Hide Ships button at the top of the screen.

**Select game type** Classic Game - Players fire one shot per turn.

Volley Game - Players fire shots until they miss.

Salvo Game - Players fire one shot for each ship they have left.

**Select Game Preferences**

Movies - Turn the game movies on and off. Music - Turn background music on and off. Sound Effects - Turn sound effects on and off.

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## **NOW IT'S TIME TO PLAY THE GAME.**

### **STARTING THE MULTIPLAY GAME**

Once all players have connected, the Fleet Configuration Screen appears. These screens follow the same process as for starting a single player version. Once the host has clicked on CHECK MARK in the Fleet Placement Screen, the game begins.

If you play with only two players, then you will play on a two player board.

Pressing the escape key at any time will bring up a dialog box that will allow you to quit the current game and return to the main menu.

When the targeting cursor is up, click on one of the enemy's grid spaces to fire a shot. When the targeting cursor is crossed out, you cannot fire.

**Player Chat** Hitting the enter key or clicking on the chat input box will allow you to type in a message. Hitting the enter key again, or clicking on the antenna button, will send that message to other players.

Messages sent and received are displayed in the chat output box. You can scroll through the messages to see if you missed anything.

**Ship Status Indicator** Clicking on one of the colored buttons will bring up the ship status indicator for that player's fleet. This indicator will let you know what condition the selected fleet is in.

Green - that ship is unharmed

Orange - that ship has taken some damage

Red - that ship has been sunk

## **MULTI-PLAY STATS**

After your battle is over, it is time to see how well everyone did. Are you good enough to play a perfect game?

Click on the checkmark to start another game of multiplayer Classic Battleship. This will keep all players currently connected so that you don't have to quit and reconnect again.

Click on the X to quit multiplayer Classic Battleship and return to the main menu.

**Ship Status** The final status of all player ships are shown on their map grids.

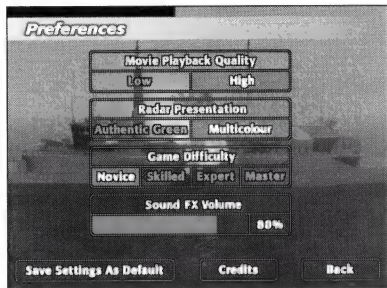
**Shots Fired Icon** The shots fired icon shows how many shots the currently selected player fired.

**Shots Hit Icon** The shots hit icon shows how many of the currently selected player's shots hit their target.

# ULTIMATE BATTLESHIP

## PREFERENCES

Clicking on this button opens the Preferences Screen. In this screen, you set the MOVIE PLAYBACK QUALITY, RADAR PRESENTATION, GAME DIFFICULTY, and SOUND FX VOLUME. Also in this screen, you can view the credits by clicking on CREDITS or you can save changes made in this screen as your default setting by clicking on SAVE SETTINGS AS DEFAULT. Once you are done making changes, click on the BACK button to return to the Main Menu Screen.



**Movie Playback Quality** Slower machines should use the LOW setting while playing Ultimate Battleship. This preference will play low quality, less detailed movies in the background of the game. A HIGH setting will play high quality, detailed movies in the background of the game.

**Radar Presentation** Setting this preference to AUTHENTIC GREEN causes the radar (see Radar) to show all vessels and aircraft as green targets. MULTICOLOR causes the radar to differentiate between friendly and enemy vessels and aircraft.

**Game Difficulty** Each level of difficulty pits you against a more intelligent AI player. This can be set to NOVICE, SKILLED, EXPERT, and MASTER.

**Sound Effects Volume** This is where you can change the volume of sound effects played during Ultimate Battleship. Clicking on the bar will set the sound effect volume level.

## ULTIMATE BATTLESHIP SOLO PLAY

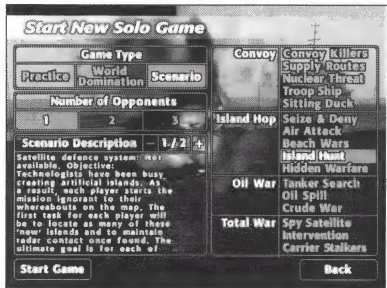
Click on **START NEW SOLO GAME** and select the type of game and the number of other players ( up to three). You can play three different types of games: **PRACTICE**, **WORLD DOMINATION**, and **SCENARIO**. Once you have picked a type of game and the number of players, click on the **START GAME** button to go to the Fleet Configuration Screen. To return to the Main Menu Screen, click on the **BACK** button.

**Practice** Clicking on **PRACTICE** allows you to pick from four different modes of play: **CLASSIC**, **CLASH AT SEA**, **AIR SUPERIORITY**, and **CAPTURE THE ISLANDS**. Clicking on each of these modes of play causes a Mission Description to appear, providing you with information on that specific Practice Mode.

**World Domination** Clicking on **WORLD DOMINATION** opens a list of maps which displays mission descriptions and a Maximum Fleet Value number. This number is the maximum number of points each player can assign to their fleet. (see Fleet Configuration). To lower the number of points allowed, click on the minus symbol. To increase the number of points, click on the plus symbol.

**Battle Stations! -- In World Domination games, add Missile Subs to your fleet. They are difficult to spot and they can fire Cruise Missiles from a great distance..**

**Scenario** Click on **SCENARIO** to cause a list of available scenarios to appear. This list is divided into four main sections: **CONVOY**, **ISLAND HOP**, **OIL WAR**, and **TOTAL WAR**. Each division consists of several scenarios. To select a scenario, click on it and then read its description. To



page through the scenario description, click on the plus or minus key. You can not configure your fleets (see Fleet Configuration) in a SCENARIO game.

## FLEET CONFIGURATION

From the Fleet Configuration Screen, you can view and form your fleets with several tools: FLEET SELECT, FLEET GRID, and SHIP SELECT. Once you have configured your fleet, click on the START GAME button to go to the Fleet Placement Screen. To return to the Start New Solo Player Game Screen, click on BACK.

**Fleet Select** In this column, you can see every fleet that you control. Click on a fleet, and it will become an active fleet (bordered in blue in the Fleet Select column). An active fleet appears in the Fleet Grid.

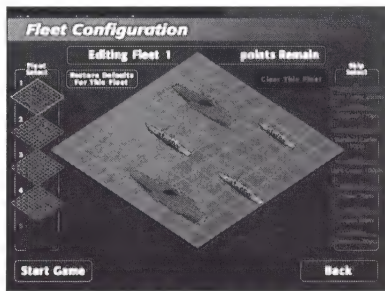
**Fleet Grid** In this center grid, you can remove ships from the fleet and you can adjust fleet formation. To adjust the fleet formation, click on the ship you want to move and then drag that ship to its new position.

To cancel any of the changes you've made, you can click on RESTORE DEFAULTS FOR THIS FLEET to return the fleet to its default setting. Click on CLEAR THIS FLEET to remove every ship and return its points to your total.

To remove a ship from an active fleet, drag and drop that ship on the black area surrounding the grid. Once you do this, the ship's points are added to your total.

You can see your point total at the top of the Fleet Grid. These are the points that remain after your fleets were created. This number fluctuates between each game, depending on the game settings.

**Ship Select** To add a ship to an active





fleet, use the Ship Select column. In this column, you can see each available ship and the amount of points it costs to add it to your fleet. Click on the ship you want from the Ship Select column, and drag to the Fleet Grid. Once you place the ship in the Fleet Grid, you can reposition it as you would any other ship in that fleet.

## FLEET PLACEMENT

To place a fleet, click on the fleet in the Fleet Select column (just as you would in the Fleet Configuration Screen). Once you do this, the fleet you selected starts to blink showing its present location. Click on a new point to place the active fleet there. You cannot place a fleet beyond the boundary line.

In the Fleet Placement Screen, you place your fleets on the map. After placement, click on the START GAME button to start the game. To return to the Fleet Configuration Screen, click on BACK.

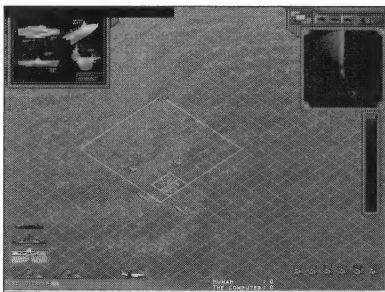
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## PLAYING ULTIMATE BATTLESHIP

### GAME MAP

After you have completed the previous screens, the Game Map appears. The Game Map is divided into several sections: PLAY MAP, RADAR, ANIMATION BOX, FLEETS, OIL RIGS, SCORE, and ZOOM.

**Play Map** The Play Map consists of a grid: each grid square is able to hold one fleet at a time. A flashing fleet in this map represents your active fleet. The active fleet is the fleet that is currently receiving your orders.



This map also shows the location of islands, reefs, and atolls. These areas act as cover from line of sight but not from radar (see Islands).

Animations in the Play Map represent opponents maneuvering against you. These animations should give you an idea of what is happening around your fleets.

To navigate through this map, move the cursor to the side of the screen that you wish to move to. You can also right click and drag in the direction you want to go.

**Radar and Filters** The Radar Box appears in the top right of the Game Map. In this box, you can see all radar contacts. The radar can be set to SATELLITE or ACTIVE FLEET. With the SATELLITE selection, you can see the entire Play Map with enemy locations. However, this radar setting updates only after long time intervals. The ACTIVE FLEET setting uses the radar of the current active fleet (see Fleet Overview). Any radar contacts you see with this selection come from the surrounding area and are updated in short intervals.

The Radar Box also has several filters that remove specific contacts from a radar sweep. At the upper left corner, you can click on the PLAYER FILTER buttons. These buttons appear in the color of the player that they represent. Clicking on one of these buttons filters that player from the radar. Clicking on that button again turns the filter off.

Along the top row of the Radar Box, you can see the contact filters. You can filter out all PLANES, SHIPS, or SUBS by clicking on the appropriate button. A red light indicates the filter is on. To turn the filter off, click on it again.

**Animation Box** The Animation Box is in the top left of the Game Map. Whenever you attack an opponent, the outcome of that attack appears in this box.

**Fleet Overview** The Fleet Overview is in the lower left of the screen. This column allows you to view the general condition of any group in your armada. These groups include Islands, Carrier force, Battleship force, Sub force, AWACS, Helicopters, and Fighters.

If a group flashes Red, that group is being fired upon. If a group flashes Green, that group is firing at a target. If a group appears with a series of arrows, the group is moving to a way point. If the fleet appears surrounded in circles, that fleet has enemy contacts.

In this column, you can also activate a group by clicking on it. Once you do this, you can give that group a series of orders. For more information, refer to Controlling Your Fleets.

**Zoom Bar** The zoom bar appears at the right side of the game map. This bar allows you to zoom in or out on any feature in the game (ships, islands, oil rigs, etc.). To zoom on a feature, activate the feature by clicking on it in the Play Map. Drag the lever on the Zoom Bar up or down to zoom in or out.

**Oil Rigs Row** At the bottom right of the screen, you can see a list of your Oil Rigs if they appear in that particular game. Clicking on an Oil Rig causes the Oil Rig Window to appear. In this window, you can see the status of the Oil Rig as given by a percentage. Once an Oil Rig reaches 0%, it is destroyed. For more information on Oil Rigs, refer to Oil Rigs in Object Descriptions.

**Score** Battleship uses a scoring system to keep track of each player's actions. To view your current score and any other player's score, look to the bottom right of your screen to see a list of every player's points.

## **CONTROLLING YOUR FLEET**

You can only give orders to a fleet if it is active. Once you click on a fleet, the Play Map centers on it. To give that fleet an order, you can either click on it in the Play Map or in the Fleet Overview. Once you do this, the Fleet Command Menu appears. Here, you can give FLEET ORDERS, ALERT CONDITIONS, DEFENSE MEASURES, and you can activate another fleet.

**Fleet Orders** There are three fleet orders you can give to an active fleet: FIRE WEAPONS, SET WAY POINTS, and STOP & CLEAR WAY POINTS. Clicking on FIRE WEAPONS allows you to select a weapon and fire it at a target. For more information on this, see the Combat section.

To move an active fleet, you need to give it a series of way points to follow. To do this, click on SET WAY POINTS and then click on the grid square you want the fleet to move to. You can set several different way points to give your fleet a patrol radius. To stop placing way points, right click anywhere on the Play Map.

To remove a way point, click on STOP & CLEAR WAY POINTS. Doing this stops your fleet and removes all of its way points. You can now give the fleet a new series to follow.



**Alert Conditions** There are four different alert conditions you can set for an active fleet. GREEN ALERT places the fleet at 50% fleet speed and allows the fleet to start repairs on damaged ships. YELLOW ALERT places the fleet speed at 100%. ORANGE ALERT places the speed at 150%, and RED ALERT places the fleet at 50% speed and makes the fleet harder to hit.

**Defense Measures** Each fleet has a series of defensive measures that reduces the chance of enemy weapons doing damage. There are several different defense measures from which to choose: STAND DOWN, ANTI-AIRCRAFT, ANTI-SUB, and ANTI-MISSILE are for surface ships; STAND DOWN, COUNTER MEASURES, and SILENT RUNNING are for submarines. For more information on these defense measures, refer to Combat.

**Cycle Fleet** Cycle Fleet allows you to activate another fleet just as you would by clicking on a new fleet in the Play Map (see Play Map) or by using the Fleet Overview (see Fleet Overview). Clicking on NEXT FLEET activates the next fleet found in the Fleet Overview. Clicking on PREVIOUS FLEET activates the previous fleet in the Fleet Overview.

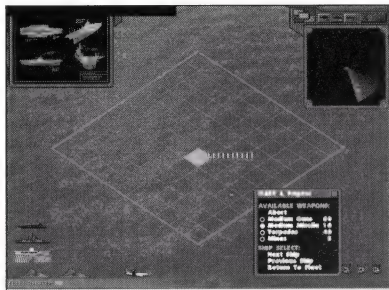
## COMBAT

### SELECTING AND FIRING ON A TARGET

Click on an enemy fleet in the Play Map to see if you have any individual radar contacts. Once you have radar contacts within an enemy fleet, you can fire your weapons at them.

To fire a weapon at a contact, click on FIRE WEAPONS from the Fleet Command Menu. At this point, your active fleet zooms to the screen. In the zoom, click on a ship to see its Weapon Selection Menu. From this menu, click on a weapon to fire it.

Once you do this, the Play Map reappears and you can click on the enemy fleet. To use a specific weapon on a fleet, that fleet must be within the range boundaries of the weapon (viewed as a gray rectangle). If it is not, you must select a different weapon.



If the enemy fleet is within range of a weapon, click on the enemy fleet to zoom in on it. At this point, the cursor turns into a targeting sight. This sight shows you the amount of times you can fire that specific weapon before it has to reload. To fire a weapon, click on an area in the enemy fleet. Each area you target appears outlined in yellow. Remember, each ship consists of several areas that must be damaged in order to sink it.

**Battle Stations! -- When firing at a ship, try to aim at the ship's middle.** Normally, this is where the ship's weapons are located. If you're lucky, you'll be able to destroy the ship's weapons in your first volley.



**Combat Resolution** Each time you fire a weapon at an enemy ship, the weapon can either miss the ship altogether or it can strike and damage it. Depending upon the amount of damage done, the damaged ship might lose a weapon.

You can use the following shot resolutions to estimate a ship's location as ship positions cannot be changed in a fleet once the game has begun:

If the shot missed, the area will turn white; if the shot hit for very light damage, the area turns light yellow; If the shot hit for light damage, the area will turn yellow; If the shot hit for medium damage, the area will turn orange; If the shot hit for heavy damage, the area will turn red.

**Defensive Measures** Under the Fleet Command Menu, you can set a specific type of Defensive Measure. Depending upon the fleet make-up, each defensive measure has a different effect.

**Carrier Fleet** The STAND DOWN measure ceases all defensive measures that have been initiated by the fleet. This returns all aircraft back to the Carrier.

The ANTI AIR measure launches all available aircraft from the Carrier deck. The ANTI SUB measure launches helicopters from the Carrier deck. Once launched, these aircraft start CAP flight patterns (Combat Air Patrols) around the Carrier Fleet. They automatically fire on any enemy subs that enter weapon range.

The ANTI MISSILE measure places all anti-missile batteries on-line. This reduces the chance of a missile striking the Carrier fleet.

**Submarine Fleet** The STAND DOWN measure ceases all defensive measures that have been initiated by the sub fleet.

The SILENT RUNNING measure lowers the amount of noise generated by the Submarine Fleet, thus decreasing the chance that an enemy ship picks the sub fleet up as radar contacts (see Selecting and Firing on a Target).

COUNTERMEASURE places all anti-torpedo measures on-line, thus reducing the chance of a torpedo striking the sub fleet.

**Strike Fleet** The STAND DOWN measure ceases all defensive measures that have been initiated by the fleet.

The ANTI AIR, ANTI MISSILE, and ANTI SUB defensive measures decrease the chance that aircraft, missile, and sub attacks strike the fleet.

**Battle Stations! -- Use your smaller fleets to damage enemy ships. As the enemy returns fire, bring in your larger fleets for the killing blow. It takes less time to repair smaller ships than it does Battleships.**

**Repairing and Rearming** To repair and/or rearm your ships, you must send the fleet to one of your islands (see Islands). To zoom in, you must first set the waypoint for the large or small dock. Once they reach an island, zoom in on that fleet and click on a ship you want to repair and reload. Click on the DOCK option to dock that ship on the island. Once loading and repairs are finished, that ship reappears in the fleet. You can dock three ships on one island at a time.

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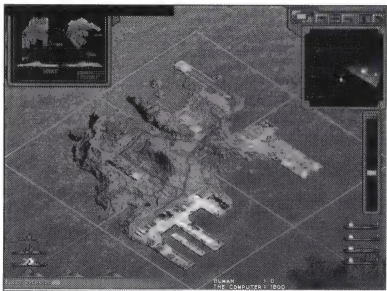
## OBJECT DESCRIPTIONS

Below, you'll find a description for each object found in Battleship .

### STATIONARY OBJECTS

**Islands** Islands are separated into four distinct parts: Large Docks, Small Docks, Radar Installation, and Runway. You can activate an island just as you would a fleet (see Fleet Overview). Once you do this, you can see its radar information and you can target enemy fleets with the island's missile batteries.

The Large Docks are used for repairing and rearming large vessels such as



Battleships and Carriers. The Small Docks are used for repairing and rearming smaller vessels such as Submarines and Destroyers. Each island only holds a limited amount of ammunition. They can be re-supplied by Supply Ships (see Sea Vessels below).

In some scenarios, you are given the task of capturing enemy held islands. To do this, destroy the missile battery and the radar installation. Next, set a way point in the island and click on the fleet when it reaches its destination. In the Fleet Command Menu, click on INVADE ISLAND to capture it. The radar installation is the only object that is repaired when an island is captured.

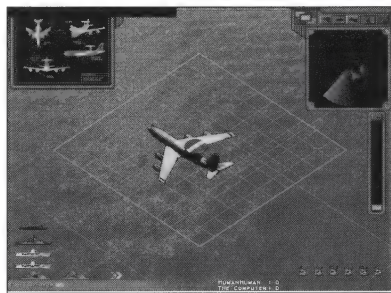
To view the status of an island, click on an island and the Island Command Menu appears. This menu shows you the amount of damage the island has taken and allows you to FIRE WEAPONS at enemy targets (see Combat).

**Battle Stations! -- If an enemy fleet attacks one of your islands, launch your Cruise Missiles at them. They might take the island but not without a price.**

**Oil Rigs** Oil Rigs are stationary platforms used to drill oil from the ocean floor. All Oil Rigs have a radar installation that you can use as a listening post. To view the current status of an Oil Rig, click on the specific Oil Rig in the Oil Rig row found at the bottom of the Play Map. Once an Oil Rig is damaged, it cannot be repaired.

## AIRCRAFT

**AWACS** AWACS (Airborne Warning and Control System) are long range flying radar platforms. They provide a mobile platform for quickly acquiring information about enemy positions. In some scenarios, an AWACS starts on an island. To launch the AWACS from an island, click on the island that



holds the AWACS and then click on the island runway. In the AWACS Command Menu, click on SET WAY POINTS to set way points for the AWACS (see Fleet Orders).

You can also give the AWACS a specific command called PATROL AREA. This command causes the AWACS to fly in a box pattern around its area.

The AWACS needs to refuel after flying for a long period of time and they can only refuel on an island. To return the AWACS to an island, then click on RETURN TO ISLAND. This sends the AWACS back to an island where it can refuel.

**Battle Stations! -- Use Cruise Missiles along with the AWACS to strike at enemy fleets before they can strike at you. However, as soon as the enemy finds your AWACS, they will try to destroy it. Make sure that the AWACS is always moving.**

**Fighters** Fighters are your airborne strike forces. They can be found on Carriers and on some islands during different scenarios. To launch your fighters, click on a Carrier fleet and then on the Carrier you wish to launch from. When you do this, the Carrier Command Menu appears. Click on a squadron (a group of four fighters) and then on a mission type. These mission types are RECON, PATROL AHEAD, PATROL AREA, BOMBING, and AIRSTRIKE.

**Recon** Clicking on RECON causes the Fighters to follow a series of way points that you set (see Fleet Orders). This outfits the fighters with the most amount of fuel possible and equips them with short range missiles. Once the Fighters launch, they appear as a single unit in your Fleet Overview (see Fleet



Overview). Click on the Fighters to activate them and issue orders just as you would with a fleet (fire weapons at a target, view the radar, set way points, etc.).

**Patrol Ahead** Clicking on PATROL AHEAD causes the Fighters to fly CAPs (Combat Air Patrols) in front of the fleet. This type of mission outfits the Fighters with the most amount of fuel possible and equips them with short range missiles. Once the Fighters launch, they appear as a single unit in your Fleet Overview. Click on the Fighters to activate them and issue orders just as you would with a fleet (fire weapons at a target, view the radar, set way points, etc.).

**Patrol Area** The PATROL AREA mission causes the Fighters to fly CAPs (Combat Air Patrols) around your fleet. This type of mission outfits the Fighters with the most amount of fuel possible and equips them with short range missiles. Once the Fighters launch, they appear as a single unit in your Fleet Overview. Click on these Fighters to activate them and issue orders just as you would with a fleet (fire weapons at a target, view the radar, set way points, etc.).

**Bombing** Clicking on BOMBING outfits the Fighters with 10 bombs and long range missiles. You can now select a series of way points that lead to a surface target. When the Fighters reach their target, you can fire their weapons just as you would for a ship (see Selecting and Firing on a Target). At any time, you can issue new orders just as you would with a fleet (fire weapons, view the radar, set way points, etc.).

**Airstrike** Clicking on AIRSTRIKE outfits the Fighters with several long and short range missiles. You can now select a series of way points that lead to a target. When the fighters reach their target, you can fire their weapons just as you would for a ship (see Selecting and Firing on a Target). At any time, you can issue new orders just as you would with a fleet (fire weapons, view the radar, set way points, etc.).

At any time, you can click on RETURN TO FLEET to force the fighters to land on their Carrier.



**Battle Stations! -- Before you go into battle, launch all available aircraft. If you lose the fleet, the aircraft are still available for strike missions.**

**Helicopters** Helicopters are slower than fighters but they are more accurate with their weapons. They have the same options as the Fighters except that they cannot perform the Bombing Mission.

**Battle Stations! -- If an enemy sub fleet attacks you, use Helicopters instead of your ship board weapons. Helicopters are exceptionally accurate when attacking subs. If you don't have Helicopters, try using Small Rapid Guns. They can fire multiple times and Submarines cannot take the pounding.**

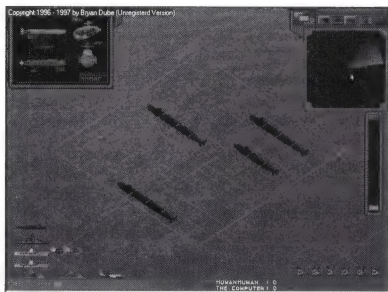
## SEA VESSELS

**Submarines** Submarines are underwater vessels that are difficult to detect by radar. There are two different types of subs to choose from when you are forming your fleets in the Fleet Configuration Screen: FLEET SUBS and MISSILE SUBS. Submarines can only exist in fleets with other submarines. They cannot be in a fleet with surface vessels.

**Fleet Subs** Fleet Subs cost 100 points to place into your fleet and they have two weapons: Torpedoes and Large Torpedoes. Each sub has three hit locations.

**Missile Subs** Missile Subs cost 150 points and they have two weapons: Torpedoes and Cruise Missiles. Missile Subs have four hit locations.

**Carriers** Carriers are floating runways for fighters and helicopters. Whenever a Carrier exists inside a fleet, that fleet becomes known as a Carrier Fleet (see Defensive Measures). Carriers can take quite a lot of damage before they are destroyed.



**Light Carrier** Light Carriers cost 100 points, carry one squadron of Helicopters and one squadron of Fighters, and have three hit locations.

**Standard Carrier** Standard Carriers cost 150 points, carry one squadron of Helicopters and two squadrons of Fighters, and have four hit locations.

**Super Carrier** Super Carriers cost 200 points and they carry one squadron of Helicopters and three squadrons of Fighters. They have five hit locations.

Use an empty Super Carrier as a spotter for your other ships. These Carriers can take a lot of beating and without aircraft they serve no other purpose.

**Battleships** Battleships are heavily armed warships that cost 170 points. They carry Cruise Missiles, Medium Guns, Large Guns, and Ultra Large Guns and have five hit locations.

**Cruiser** Cruisers are warships that cost 70 points. They carry Cruise Missiles, Multi-Missiles, and Small Rapid Guns. Each Cruiser has three hit locations.

**Frigate** Frigates are warships equipped to handle multiple roles during combat. They cost 50 points and carry Missiles, Torpedoes, and Medium Guns. Each Frigate has three hit locations.

**Destroyer** Destroyers are the smallest warship found in Battleship. They cost 30 points, carry Medium guns and Missiles, and have two hit locations.

**Troop, Supply, and Tanker Ships** Troop, Supply, and Tanker ships each have a different purpose. Troop ships are used to reinforce island positions, and have three hit locations. Supply ships can re-supply islands (see Islands) in the same manner that ships dock (see Repairing and Reloading Ships), and have four hit locations. Tanker ships carry fuel to islands, and have six hit locations.

## **MINES**

Mines are stationary explosive devices that detonate when they strike vessels. If a vessel strikes a mine by going through a mine field, that vessel is damaged.

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2. The type of computer you are running the game on.
3. Exact error message reported (if any).

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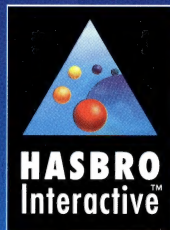
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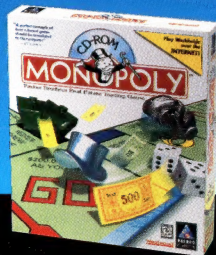
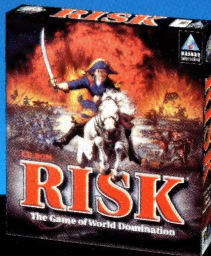
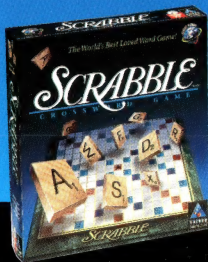
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